

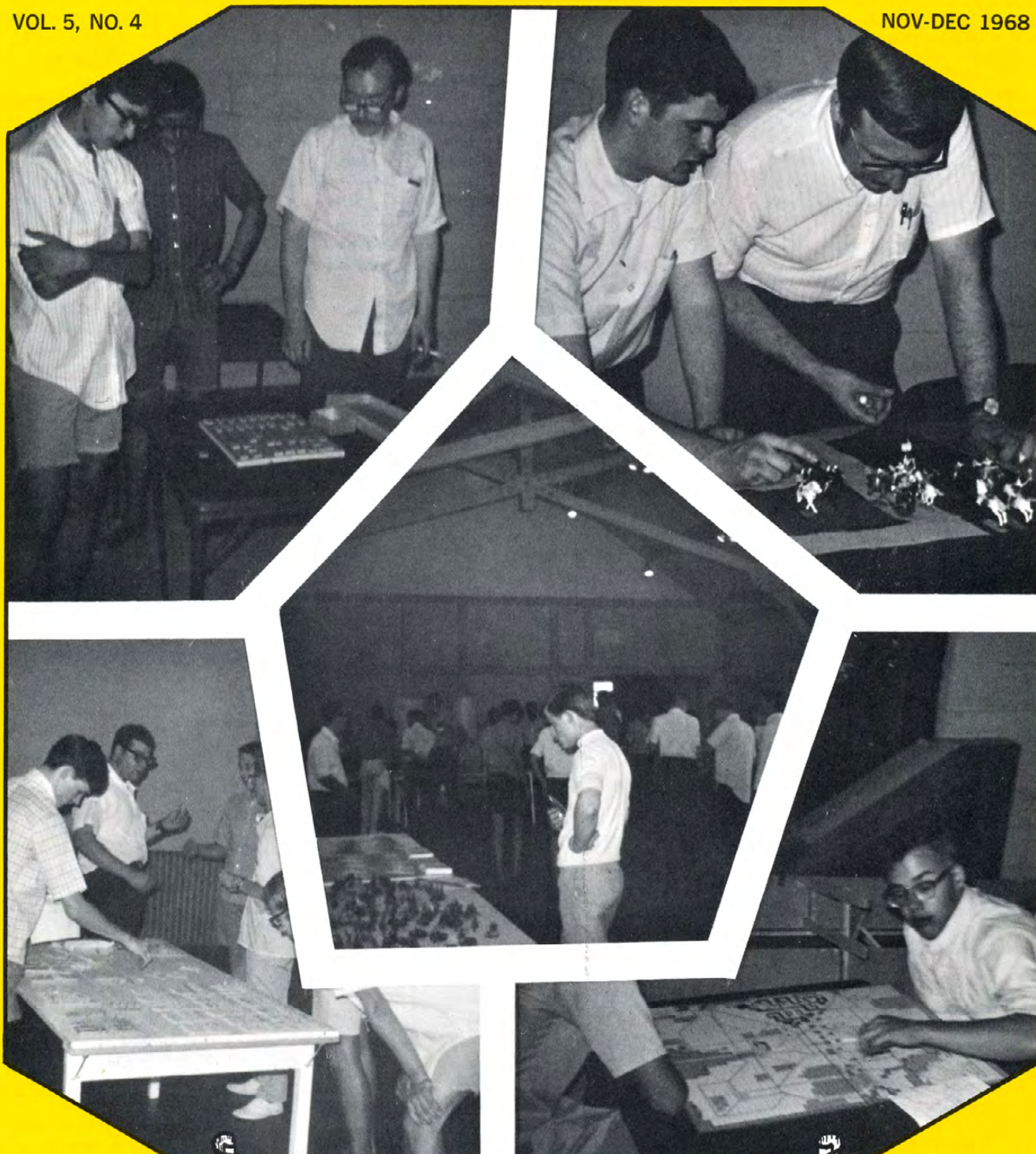
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The AVALON HILL

GENERAL

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Convention at Lake Geneva

The End of the Beginning...

FULL YEAR \$4.98

★ ★ ★ ★ ★
The AVALON HILL GENERAL

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

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COVER STORY:

Lake Geneva

The End of the Beginning...

Wargaming took another giant step upward toward recognition as a nationwide hobby with the culmination of the August convention at Lake Geneva, Wisconsin last summer. When you get wargame buffs to travel halfway across the country (Jerry White from Oregon, John Urbas and ensemble from New England) you know that wargaming has come of age.

In a hobby where dis-organization seems to be the current vogue, it is refreshing to report on one group that knew how to handle all phases of organizing and conducting a convention of this scale. The success of any undertaking is dependent upon many aspects; publicity, geography, spread of responsibility, and maintainance of interest, to name the important ones.

Why was the convention a success? With 96 wargamers in attendance, you can hardly miss. But getting them there was the trick. Publicity began almost a year in advance and, with the aid of many clubs via house organs, continued to build right up to "game time." Just two weeks prior to the event, a front-page feature on the convention ran in The Lake Geneva Regional News, followed by actual convention coverage in Ray Py's column of The Beloit Daily News.

Lake Geneva, chosen in some respects because of its rather centralized location, had much going for it. It's also where convention chairman Gary Gyax lives. Gyax, fitting perhaps into the stereotype mold of a typical 30-ish mid-west family man who might sell insurance, is knowledgeable enough to realize that you can't run a convention by yourself. Thus he and his immediate cohorts delegated authority and responsibility to approximately 30 members of the IFW (International Federation of Wargamers.)

The maintainance of interest was, of course,

(Continued on Page 3)

The Avalon Hill Philosophy—Part 12

The Fickle Wargamer

No contest results had been as eagerly awaited as the one we ran in the last issue (Contest #27). Why? Because it constituted a survey of preferences regarding game-design elements, tabulation of which would largely determine Avalon Hill's future course of action.

Each contest entrant was directed to assign numbers (3, 2 or 1) to each design category with total point count determining preferences within each group (see end of article).

We fully realized that a built-in bias would be distorting the picture somewhat and allowed for this in our rationale that follows... the bias leaning in the direction of complexity. It is obvious that preferences by subscribers would not reflect the public at large. However, it is the nut group for whom we design games primarily, not the public at large.

In this light many of the results of the survey came as no surprise to our design and marketing departments. Certainly it was no surprise to see that the preference for Hex grid over Square Grid was overwhelming - the only clear cut favorite noted in the entire survey.

Nor were we surprised to find that the basic (Stalingrad) system of resolving combat proved least desirable scoring only 13% of total points.

No Clear Cut Preferences

What was surprising was the fact that there were no clear cut preferences shown in any other group. Even when you tally from a scoring system in which the least of the group will get X-number of points** one would still expect some clear cut choice over 2nd and 3rd bests.

Not so, you fickle bunch of wargamers. You certainly aren't in concert regarding design preferences. For instance: regarding retreats there was only a 6% difference between the choice for retreating thru blocking terrain and not retreating thru blocking terrain; and there was only a 4% difference between those who thought the retreat route should be dictated by the winner and dictated by the loser.

Only 2% separated the top preferences in the victory conditions group, with a slight edge going to the territorial objective method found in Bulge. Regarding which side, attacker or defender, should be dealt with regarding the effect of terrain on combat, there was only a 6% differential. The greatest indecision seemed to involve the

method of stacking; a 37% choice according to number, 36% according to combat factors.

A Few Surprises

In the complexity grouping, again no clear cut favorite. Stalingrad, 1914 and Blitzkrieg emerged rather close... with a relative surprise being the choice of Blitzkrieg over 1914, and 1914 but a mere 3% over Stalingrad. We were also surprised to find the choice of the Blitzkrieg substitute counter combat reduction method preferred over 1914's step-down system.

Perhaps the greatest surprise occurred in the luck element group. We cannot understand why, after receiving thousands of complaints down through the years against the use of luck in any form, that such a majority of the respondents voted to retain the luck element...indeed, the voting indicated quite the reverse in that 36% actually desired two dice which would, of course, considerably increase the random luck element. On the other hand, the matrix system developed in our sports strategy games which keeps the luck element to an absolute minimum was roundly rejected. In all fairness to the entrants, a lack of familiarity with the matrix system certainly prejudiced this category. Nevertheless, it's there in black and white -- "No Dice" category scored but 25% of the total points (17% being the absolute minimum response possible in this group**.)

**Minimum response is equated as follows: the least preferable in any group still scores a "1." $1 + 2 + 3 = 6...6$ being the total points possible within a 3-category group on any single survey. Thus at the very worst no category could score lower than $1/6$ of the total points... $1/6$ of 100% - 17%. In a two-category group, in which only 1's and 3's are scored, lowest score possible would be 25% of total. In 4-category or more group, minimum response could have been 0.

Newest Design Innovations Welcomed

While clear cut choices in most groups were non-existent we are gratified to report that our newest design innovations were well received. For examples: the new step-down combat results method scored 2nd best (from among five) and might have been first

had 1914 been in circulation longer. 1914's artillery system and victory condition method both scored 2nd best, the latter a mere 2% below the first choice.

Perhaps the most popular of the new ideas, integrated for the first time in 1914, was the method of turning the troop counters upside down to reflect hidden movement...preferred by a whopping 40%, 7% higher than the 2nd choice.

Our Philosophy is Your Philosophy

So what does it all mean??? Incon- trovertibly we learned that Blitzkrieg is a dandy, that Stalingrad is a sleeper, that 1914 poses the greatest challenge if, perhaps, a trifle too complex.

Following your design preferences to the letter our next game naturally must...revert to full zones of control ...utilize the hex grid...retain the consecutive movement method...incorporate upside-down counters...allow losers to determine retreat routes but

COVER STORY

easy once the crowd had arrived. After all, it was "playing the game" that everyone had come for. The games were played in the Horticulture Hall right smack in beautiful downtown Lake Geneva. The games were also played in the Gygax home; in the Lake Geneva Hotel; in the Lake Geneva restaurants; you name the place, that's where games were in progress.

Back at the Hall displays of all kinds, from miniatures to Naval ships to amateur games to Napoleonic to magazines to free coffee and donuts, even a few AH games, opened a broad variety of interests that kept participants involved clear through the dead of the night. Officially, the convention lasted but one day. Of course, many stayed over — one enthusiast, Jim Nelson from Sheldon, Iowa, arrived 4 days early looking for "action." He found it, as did the majority who came in force on Friday descending upon the Gygax mansion in hot anticipation.

Highlights centered around Gary Nemeth's Cleveland Wargames Club and the 700 individual naval miniatures they had constructed themselves. These and the "Fight in the Skies" games took up much of the space in the main 50' x 80' hall. The many side rooms housed AH, 3M, Gamescience and Western Enterprise merchandise. You name it — Chess, Go, Shogi, — table top games were in abundance. Ray Johnson's group up from Chicago produced a Napoleonic display that was particularly appealing.

The only aspect missing was the inevitable anti-war demonstration, although in evidence were three suspicious characters attired in guru outfits and love medallions. Very much in evidence was IPW Vice-President, William Hoyer, whose photos of the convention make up this issue's cover montage.

Helmts off to all members of the sponsoring IPW for giving us the end of the beginning...

not thru blocking terrain...allow stacking both by number and factors...revert to substitute counters...continue the line-of-supply method...revert to Guadalcanal for artillery combat resolution...utilize point-count for victory conditions...revert to Stalingrad-Blitzkrieg complexity level...incorporate Blitzkrieg's air power system...give defender the benefit of terrain factors...and continue with the present 1-die luck element method of resolving chance and combat situations.

However...don't bet on it.

ZONES OF CONTROL:

- 40% Full zones of control (Stalingrad)
- 28 Partial zones (Gettysburg)
- 32 No zones (1914)

GRIDS

- 30% Square Grid
- 70 Hex Grid

MOVEMENT:

- 55% Consecutive
- 45 Simultaneous (in experimental stage, only)

HIDDEN MOVEMENT

- 27% As in Gettysburg
- 33 As in Guadalcanal
- 40 As in 1914 (upside-down counters)

RETREATS:

- 47% Allowed thru normally blocking terrain
- 53 Not allowed thru blocking terrain

STACKING

- 27% One Unit maximum (Tactics II)
- 37 Stacked according to Units (Stalingrad)
- 36 Stacked according to combat factors (Waterloo)

COMBAT RESULTS METHOD:

- 13% Basic system (Stalingrad)
- 28 Substitute Counter reduction system (Blitzkrieg)
- 24 Step-down reduction system (1914)
- 17 Written reduction Pad system (Guadalcanal)
- 18 Elim-Engaged-Retreat system (Bulge)

DIRECTION OF RETREAT:

- 48% Dictated by winner
- 52 Dictated by loser

ISOLATION & SUPPLY:

- 12% Replacement City system (Stalingrad)
- 21 City source system (Blitzkrieg)
- 16 Supply quota system (D-Day)
- 26 Line of supply system (Bulge)
- 25 Supply Counters system (Afrika Korps)

ARTILLERY:

- 32% 1914 system
- 36 Guadalcanal system
- 17 Gettysburg square-grid system
- 15 Waterloo system

COMPLEXITY LEVEL:

- 11% Tactics II
- 27 Stalingrad
- 32 Blitzkrieg
- 30 1914

AIR POWER:

- 25% D-Day
- 31 Bulge
- 44 Blitzkrieg

VICTORY CONDITIONS:

- 28% Conditional elimination (Stalingrad)
- 35 Point system (1914)
- 37 Territorial objective (Bulge)

ROUGH TERRAIN FACTORS:

- 45% Combat factors added to defender
- 39 Combat factors subtracted from attacker
- 16 No effect

LUCK ELEMENTS:

- 39% Die roll using 1 die
- 36 Die roll using 2 dice
- 25 No dice — use matrix system (Football Strategy)

Your Comments ???

Your comments on the survey and our accompanying rationale are invited ...subjects of this nature could very well be approached with greater depth. The above was simply "surface-scratching." Your response to the survey indicated keen interest in this subject matter...care to explore further??? Address your comments to "Head of Marketing," in care of this magazine.

Use of the Blitz Tactic

by Michael Paluszek

The blitzkrieg tactic has been used for centuries by the great generals of history. It has been found to be one of the most effective tactics ever used, and the most useful, for even though it reached its optimum use with the advent of fast moving mobilized troops, the warriors of past times found great uses for it too.

Generally speaking, the blitzkrieg, is merely the application of the indirect approach to fast moving troops. But on the gameboards of the modern wargamer does this always hold true? No it doesn't.

Many people have mistakenly applied the term blitzkrieg to mean the use of powerful troops against enemy lines. Yet is this what the Wehrmacht did to accomplish its many victories of World War II? Of course not.

The blitzkrieg began its first modern evolution with the Napoleonic era when the generals of that time discarded the ancient maxim of attacking the strongest part of the enemy line first and then mopping up later. Instead they did the opposite.

The following is an analyzing of blitzkrieg.

Exploiting the Hole

First of all we will analyze the exploitation of the unguarded portion of an enemy's line—the hole.

A hole usually occurs when your opponent either; lacks the units to maintain a line; wishes to draw you into a trap; discards some terrain which he believes to be impregnable; or is careless.

When a gap does occur in your opponents line you should be prepared to develop it to your best use.

Before you exploit a hole you always should ask yourself the following questions: do I have enough troops to exploit it, can I maintain an offensive in that area, and can he counterattack? Once you have determined that you can attack you must move as quickly as possible. Your main purpose here is to force your opponent to retreat, disrupt his communications and to smash his reserves. When advancing never worry unnecessarily about your flanks, for if you attempt to maintain full protection for your advance units you will

waste too much time and neutralize the purpose of your blitzkrieg. You must advance deep and wide quickly to break up any organized defense. You must cause confusion among his units never allowing them time to reform. You must press his flanks and exhaust his troops to smash his line.

Breaking a Hole

When you seriously wish to break a major hole in your opponents line you should always pick not only the weakest point but also the point from which you can do the most damage. When you have chosen the point of attack you then mass your troops making sure they are available simultaneously. Never attack piecemeal! When you attack, attack at the best possible odds the focal point of your attack making sure to attack the adjacent squares. Remember when attacking never stray from your objective!

Envelopment

Enveloping the enemy should always be strived for. It is the most effective means for destroying enemy troops and must be used whenever the opportunity arises.

As always use the armor as the spearhead for your attack, but do not use it to lay siege to the enemy, that is the infantry's job.

Armor

Your armored units are your most important assets. They are excellent for assault spearheads and mobile defense but never use them for static defense, they should always be kept moving.

Infantry

Infantry is used mainly for static defense, soakoffs, minor attacks and for following up the armored spearheads.

If you follow these maxims properly and conscientiously you will achieve your objectives — and victory.

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Belgium—A Must

by Brooke Duvall

Ahh — the great debate on "Belgium" continues. First, it was Lt. Carl Knabe suggesting that the tactic of late (turn 3) invasion ensured the Germans of victory in **Belgium — When?** (July-Aug.). Then, the honorable Andrew P. Engebretson says to ignore Belgium and, instead, bring the entire German weight to bear on the Longwy-Belfort line in **Belgium — Never** (Sept.-Oct.). Here, Brooke Duvall says they're both nuts and tells why. . . .

It has been suggested that the Germans (in "1914") should attack only in the South, between Longwy and Belfort, because the French get 35 points if Belgium and Luxembourg are invaded. While it is true the Germans would have to get 175 points in the North to counter the 35 French points, I believe a careful study of the map board will show that the invasion of Belgium is the only way to achieve a decisive victory.

First let us analyze the prospects of a "Southern Strategy." The economic areas in the South are worth 8 points to the French and 20 points to the Germans. Since these all are located on the French border it is not unreasonable to assume that most of them would fall to the German even if his major attack came against Belgium. Also Metz and Strassburg, worth 60 points to the French and 30 points to the Germans, will stay in German hands no matter which strategy is pursued. Now, if the "Southern Strategy" is used, after the easy economic objectives have fallen to the German onslaught what are his prospects? He now has 60 points in the South and the nearest objective is Rheims, worth a crummy 5 points. Between the German and Rheims are numerous French forts, the Argonne forest, and a system of ridge squares that are ideal for the defender. For the sake of argument let us assume a very successful German campaign in the South. Rheims, Paris, and Rouen fall to the Germans and almost all of France is subdued. I submit that even the most incompetent French general could hold the channel ports and the northern economic areas. He would have one flank protected by the channel, the other protected by neutral Belgium and the forts of Maubeuge. His short front would be protected by the Somme. What is the result of this extremely successful German attack that has conquered almost all of France? The Germans get 85 points plus points for destroyed French units. The Allies get 20 points for Belgian cities and 23 points in northern France. The Germans are no where near a decisive victory.

Using the "Northern Strategy" the German gives up 35 points by invading Belgium and Luxemburg, but he has access to 115 points, 60 in Belgium and 55 in northern France. In addition to this there are 2 Belgian corps, 3 divisions, and 2 brigades that are easy to destroy because the Belgians do not get any replacements. This is another 32 points. Also it is not unreasonable to expect minor success in the South which would result in the capture of at least 2 or 3 of the economic squares, another 15 points plus 30 for Metz and

Strassburg. Therefore if the Germans can reach the Somme in the North and make minor successes in the South he has 192 points plus points for destroyed French and British units. The French will have 48 points plus points for destroyed German units. This is not a decisive victory but it is a lot closer than 85-43. This just goes to show that in 1914 the points are in the North.

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Jutland Play-by-Mail—Part II

by Richard C. Giberson

Giberson continues here the series begun in the July-Aug. '68 issue. Layout of PBM tables and charts applicable to this series can be found in the July-Aug. issue and because of space limitations, are not re-printed in this edition.

The extension of the PBM rules to the Advanced and Tournament game is fairly simple. Maneuver and Fire should really be simultaneous and can be in the PBM format. We should make the following adjustments to the Part I article:

1. Movement in a diagonal direction should count 1.5 movement factors per square. Allow a ship moving in the diagonal direction with one movement factor left to move one more square.

2. The "squares" allowed for battle board entry should be revised according to Table I. This does two things; permits greater flexibility in initial line-up and makes the "hexagon" sides more nearly equal. Proper starting squares for nighttime is left as an exercise for the reader.

3. All Battle results tables should be converted to "stock tables" as follows: 1-6 as is, 7 = 1, 8 = 2, 9 = 5, and 0 = 4, or the modulo 6 method discussed below should be used.

If stocks are used I recommend choosing some fixed ones for Wind Di-

rection, Flotation Hits, etc. A preferable method originally described by Tony Leal in Vol. 3 No. 3 of the GENERAL is the mod 6 method. This would work extremely well in JUTLAND using the following procedure:

1. When sighting has occurred between two TF's players prepare in duplicate, their starting placement and first move; a single OB sheet suffices. They simultaneously mail one of their sheets to the opponent. Each player then lists a firing pattern (ie., Battles) on his own sheet (the duplicate he retained) and on the opponents sheet. For each battle players randomly list numbers 1-6. A second number might be listed for each battle in case a "6" is rolled. Now, on agreed mailing date players exchange British (or German) sheets (not both). Now each player has in his possession a complete move for each side and Battles for each side. To avoid having the same "die-roll" in both the German and British battles players should list offensive and defensive numbers. The proper "die-roll" is obtained from Table II. Obviously this procedure is extendable to Air Recon. and Red. Visibility, etc. just provide appropriate boxes on your OB sheets to record the numbers.

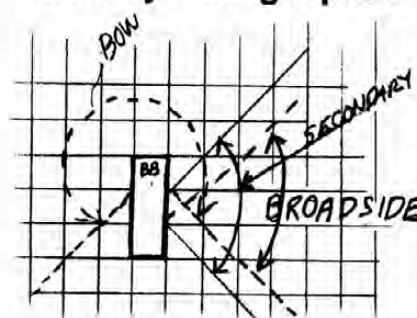
2. Players now make their next maneuver and fire turn and proceed as in 1. It might also be advisable to ex-

change the first turn sheets to assure you both got the same results.

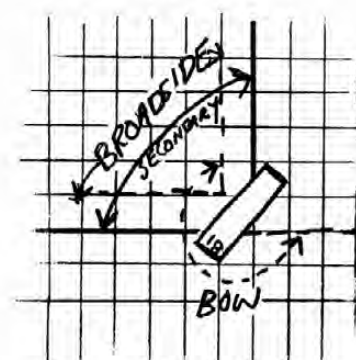
Some of the rules require additional clarification for PBM.

Gunnery Facing - can be incorporated with the "coordinate" system see Figures 1a and 1b.

Gunnery Facing Option



1a



1b

Air Rec. - As stated in the Battle Manual this rule is useless (since Br. must call out all TF's anyway). Change rule to read "if spotted British must tell the number and type of ships but do not give any names. For the "stock" method use 1 = 1, 2 and 3 = 2, all others visibility too poor.

Smoke Screen - Merely indicate the path followed by ship laying smoke screen.

Submarines - Sighting by subs requires the identification as in the rules. Players then simultaneously mail their "sub action."

Realistic Hidden Movement coming next. Torpedoes, and Broadside to be fired to 1422 Agnes, Richland, Washington 99352.

TABLE I
REVISED GRID COORDINATES FOR
INITIAL FLAGSHIP PLACEMENT

Enter

E or W All on E21 or W21 from N12 to S12 inclusive N14E20, N15E19, N15E18, N16E17, N16E16, N17E15, N17E14, N18E13, N18E12, N19E11, N19E10, N20E9, N20E8, N21E7, N21E6, N22E5, N22E4, N23E3, N23E2, N24E1. (N24-0 is not allowed).

SE, SW, AND NW use a similar set.

TABLE II
DIE ROLL RESOLVER
BRITISH

		1	2	3	4	5	6
G	1	2	3	4	5	6	1
E	2	3	4	5	6	1	2
R	3	4	5	6	1	2	3
M	4	5	6	1	2	3	4
A	5	6	1	2	3	4	5
N	6	1	2	3	4	5	6

Historical Simulation Game for Two—1914

by James H. Alley

The statement can be made, without too much fear of contradiction, that 1914 is the most realistic wargame yet published. That is, if the historical simulation version is the one played. Unfortunately, this version would seem to require a third player, and this is a commodity often hard to come by. Also, the third player's job is generally neither enjoyable nor interesting. So, we came to historical simulation without a third player.

First, you need two players who trust each other. (All right, but miracles do happen.) Now, we will go through the necessary rules step by step and explain the procedure for play with two people.

The Inverted Counter rule does not pose a problem, as it was designed for use by two players. Neither does the Eastern Front rule, since allotments must be written down. The Game Variation Rule provides a large problem. It is recommended, however, that this rule be omitted in the historical simulation game as it actually detracts from the game's realism by allowing situations which did not exist during the actual battle. This cannot be used with only two players, but it is recommended that it be used only if you want to alter the existing basic situation.

None of the other advanced game rules need a third player. It is strongly recommended that you drop the Time Limit and Dummy Counter rules along with the Game Variation rule when playing the Historical Simulation version. This is because you now lack the knowledge of all your opponent's unit locations. The two first-mentioned rules were designed to offset this knowledge and are not necessary in the Historical Simulation Version.

We now come to the heart of the Historical Simulation game -- Simultaneous Movement, Delayed Command, and Hidden Movement. Simultaneous movement does not create a problem. It only necessitates the use of Mobilization Charts. This means everything must be written down. Thus you have something to check your opponent on at the end of the game. Maybe you don't have to trust him after all. Delayed Command can be handled with a bit of diligent work by the German player and the expenditure of a little more time. This rule is not absolutely necessary, but then the game takes some time to play and Delayed Command does add to the realism without sacrificing any playability.

Hidden Movement is the main obsta-

cle to Historical Simulation with two players, but it can be solved very simply with cardboard, felt-tip markers, and a paper clip or two. Each side writes its move on a Mobilization Chart as explained in Simultaneous Movement, with these exceptions. When moving, do not place the unit code of the unit in the square to which it is moving. If units wish to remain in place or to attack or move away from a square adjacent to the enemy, place an "R" in the square along with the appropriate movement notation. It will be necessary to refer to the previous move's mobilization chart to see your exact units.

For the sake of convenience we will use the viewpoint of the German player to describe how to discover when units collide or are adjacent to each other. The Allied player can perform the task just as easily by reversing the procedure. If you have pieces of shirt cardboard, you will notice that their width corresponds very nicely to the width of the mobilization charts. Now after both sides have moved, the German player takes the cardboard and slides it as far east on top of his mobilization chart as is possible without covering any square adjacent to the final positions of his units. He then clips the chart to the cardboard. Then with a felt-tip pen or magic marker he colors in all squares left uncovered by the cardboard which are to the west of the squares his units are adjacent to. He does not color squares adjacent to his units. This whole procedure should take only two to three minutes and is actually faster than comparison of moves by a third

player. Irregular shaped pieces of cardboard may be cut and clipped to the German's chart to eliminate some of the area which needs to be colored. After using the magic marker, (black is good for this), the German simply aligns the Allied player's chart under his without looking at it and holds the whole thing up to the light. The German player sees all his units, but only lines, arrows, or "R"'s to indicate enemy units adjacent to or in collision with him. He does not know their strengths and he does not even see any enemy units which are not adjacent to him. Later, the comparison of the sheet's unit codes can be filled in at the units' destination. The German player then places units which are adjacent to enemy units on the board, upside down. The Allied player does the same. Battles and collisions are handled with the Inverted Counter and Simultaneous Movement Rules.

It is recommended that you use a different colored magic marker to keep track of the path of your EB units if you are playing the Germans.

Although this system may sound complicated, you will find it to be quite simple. It will provide you with the ultimate in realism for a wargame without the necessity of a third player and will actually take less time than a third player. Besides, the Historical Simulation version finally gives the cavalry something to do.

James Alley
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Book Nook

Third Armored Division, *Spearhead in the West*, Frankfurt am main; Frans Joseph Henrich Druckerei & Verlag, 1946. Dewey Decimal #940.542 U581s. PP 14-35 Describes the subordinate units and their role in the 3rd Armored Division. PP 14-15 mentions the subordinate units normally under the CCA HQ especially 32 Armored Regiment (minus 1 Battalion. PP 16-17 does the same for CCB and its major component

33 Armored Regiment (minus 1 Battalion). PP 194 explains the organization of the combat commands and the subordinate task forces. It also mentions that CCR was normally composed of 36 Armored Infantry Regiment minus 2 Battalions but plus 1 Battalion each from 32 & 33 Armored Regiment. Also unless CCR committed organic and attached artillery was not given to it but supported the Armored Combat Commands.

All it Takes is Efficient Planning...

by Emmet Dowling

Many individuals have tried, and failed, to create what they felt was the perfect Russian defensive placement. It is my opinion that any placement, no matter how well-thought out, is vulnerable to an adequate and efficient German plan. I would now like to relate to you a plan I have used with great success and I hope it will work for you as well as it has for myself.

In the original campaign, the German General Staff committed the majority of the German armor and armored infantry to the northern central/central section. It was proposed that this force should drive toward Leningrad and Moscow, with the prime target being Moscow itself. The Germans also wisely used the geographical position of the Pripyat marshes to their advantage in order to break the Russian line in two. In the southern area (between Brest Litovsk and the Black Sea) the Germans planned to force the Russians to commit the majority of their army in this area by making a show of force with most of their infantry.

Here then is my plan which is quite similar to the original German set-up. I have divided the German army into three groups; Army Group South, Army Group Center and Army Group North. Each of these groups will have a definite area of operations and a particular number of divisions allotted to it as follows:

ARMY GROUP SOUTH

Area of Operations	Units
BB14 to PP13	4 5-5-4
	17 4-4-4
	2 3-3-4
	1 3-3-6

In the south (BB14 to PP13), Army Group South will be used to draw as much of the Russian Army as possible to this area. This can be achieved by first placing six units of 4-4-4 and one unit of 3-3-6 between the Black Sea and square LL12 in the customary fashion. Next, six additional units of 4-4-4 must be placed next to Hungary (three at MM8 and three at MM9) in order to attack the area of GG 11-12. The rest of Army Group South should be placed between AA and EE. Special attention should be given to these units so they can exploit

a break in the Russian lines in the area of GG11-12 and FF11-12. In the south the German must only attack at 3-1 odds, however, the German must attack at every 3-1 opportunity he gets.

As the game progresses the Russian has to withdraw units from the south to reinforce the northern central/central. At that time, when the southern area is sufficiently weakened, the German should break through making Stalingrad his prime goal, with Moscow as a secondary target. In this drive, the German must knife around the Russians in a NE direction toward the Pripyat Marshes and then swiftly wheel SE and smash the Russian's right flank (that is, the one nearest the Pripyat Marshes) driving him toward the Black Sea. The German should only use enough troops here to press him hard but not completely defeat him. Remember! Keep Stalingrad as your main goal here.

ARMY GROUP NORTH

Area of Operations	Units
A35 to J30	2 4-4-6
	All Rumanian
	All Finnish

In Finland, where you have limited resources, consider the strength of the German forces here. Usually, the Russian will commit from 18-28 defensive factors in this area, while the German will have 38 attack factors. Frequent soak-offs are ill-advised as you soon won't have any units to soak-off with at all. However, if the Russian places his units as to allow you to hit his flank, then by all means do so. You can attack at 3-1 on a 5-7 or 4-1 on a 4-6 and still be able to protect your flanks from a Russian counter-offensive. If this is not possible, you can attack Leningrad at 1-2 if the Russian places a 4-6 or 5-7 in the city. These 1-2 attacks can be repeated until you force him to retreat or an exchange situation occurs.

Of these two stratagems, the first one is the better one because if you can eliminate one Russian unit on your very first turn, the Russian will be forced to withdraw and he would never think of counter-attacking as this would danger his position. If you can tie-up four to seven Russian units and at the same time threaten the Russian positions around Leningrad and Moscow, then the Russian must commit his reserves to this area, thus denying him of needed reinforcements in other danger spots

ARMY GROUP CENTER

Area of Operations	Units
S17 to AA14	4 8-8-6
	2 7-7-6
	4 6-6-6
	4 5-5-4
	2 4-4-6
	4 4-4-4

Now then, in the northern central/central section, Army Group Center must drive without respite as the success of this group will decide a German defeat or victory. In this particular area, there are three key areas, which if captured early, will prove fatal to the Russian. The first area is that of S18 and S19, especially if any unit less than a 5-7 appears there. A 3-1 attack, with a soak-off, against S19 will allow the German to cross the river no later than the second turn. In conjunction with this attack, a 1-1 attack against R18 could very well leave the unit on S18 (usually a 7-10-3) pinned in and forced to attack at unfavorable odds. If you do eliminate his 7-10-3, you will deny him of one of his most powerful units and will be well on the way to completely breaking through in this area. The second key area is that of V19. Another 3-1 attack, with a soak-off, can be launched at this point with the results being: first, being able to cross the river at this point and second, boxing in the units between S18 and V19. The Russian must withdraw this line or else face envelopment. The last area of importance is the position around Brest Litovsk, AA15 and BB15. Here if a 5-7 is placed in the city, with a 4-6 in BB15, a 3-1 attack will cut all transportation between the central and southern sectors. If the Russian places more than one unit per square, these areas are still the places to attack.

Once you have crossed the Nemunas River no later than the second turn, the Russian must fight at least four, 3-1 or better battles across all of his fronts on each of the following turns. Less than four battles per turn will allow the Russian to use some of his replacements. You must decide at about the third or fourth turn, depending upon the Russian defense, whether you want to take Leningrad or Moscow. One of these cities must be taken before winter in order to reduce the Russian replacement rate.

I feel that if this plan is followed with the prescribed number of 3-1 attacks and if you cross the Nemunas river on time, German victory is yours.

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After this Key German Move, You Allies . . .

Pray

by Glenn A. Harris

The German in the Battle of the Bulge gets the advantage of striking at a force which, in all games, remains the same. Thus he can develop his first move, and use it on all of his games. About all the American can do about this is pray, and hope that he has enough forces left to fill the gaps.

On the first move, the German should try to destroy units, block retreats, and open up holes in the American lines, setting up for an assault on key points. With these points in mind here is the first move:

EXACT UNITS	ORIGINAL PLACEMENT	STOP
Lehr	pp-23	oo-24
2/7, 8	pp-25	oo-26
2/17	pp-24	oo-25
116	qq-25	pp-26
150 A. C.	pp-25	oo-26
1ss	uu-15	ss-15
9ss	uu-11	uu-11
12	qq-26	pp-27
18;26/51	uu-13	uu-13
62;26/52	uu-8	tt-9
79	rr-17	rr-16
167;276/551	rr-27	qq-28
276/552;5/7	uu-27	tt-30
277/553	uu-16	uu-14
277/554	qq-26	pp-27
326	pp-24	oo-25
340;560/915	uu-10	uu-10
352	ss-27	rr-28
560/916	uu-9	uu-9
5/8, 9	uu-28	uu-30
3	pp-22	oo-22

The attacks in this order are:

1. 5/7;276/552	vs.	4/8	1-1
2. 5/8, 9	vs.	4/12	1-1
3. 167;352;276/551	vs.	9/ccr	5-1
4. 12;116;277/554;150 A. C.	vs.	28/109	6-1
2/7, 8			
5. Lehr;326;2/17	vs.	28/110	5-1
6. 1ss;26/51;277/553	vs.	106/422	4-1
7. 9ss;18	vs.	106/423	4-1
8. 62;560;340;26/52	vs.	14 A. C.	7-1

Victory by Default

by Barry Branch

Barry K. Branch is a 34-year-old attorney who got hooked on A.H. games back in 1963. He made the pilgrimage to Avalon Hill in 1966, after appearing in the U.S. Supreme Court, but found no one "at home" that afternoon (something about out playing games). Barrister Branch plays 'em all except, of course, Verdict II.

Do you find that your pbm opponents sound like lions before the games start, but run like gophers as soon as the action gets hot? About the 3rd or 4th move, when the sunshine of your military genius shows them their shadows, they duck back into their holes and never come out? It appears there are many immature wargamers who roar for war, but when they feel the first danger, you never hear from them again.

Do you treat this as a victory, or an incomplete game? You should have no doubt whatsoever - a default is an absolute victory, far more a triumph than one which takes "years" of play and dozens of "destroyed divisions". Give yourself full credit for your skill.

No war in history was ever won by complete eradication of the enemy armed forces; war is won when the enemy becomes convinced that his salvation lies only in surrender or truce. So in pbm, if you have convinced your enemy - by military and psychological means - to flee your wrath, you have won grandly. The more so, if it took just 2 or 3 moves.

The complete route and flight of the enemy is not rare in history. In 331 b.c., when the day-long battle of Arbela swayed in Alexander's favor, Darius turned his chariot and fled the field in panic. When Napoleon became convinced in 1812 that he could not conquer Russia, though he was holding Moscow and much of the Czar's territory, he leaped to his sleigh and retreated all the way to Paris to hide. In 1940, a few Panzers rattling across France convinced the British, so they packed up their entire army and vanished from the continent, via Dunkirk.

When a pbm opponent vanishes from the mails, there should be no doubt you are the victor. Proposed Rule: if no reply for 2 weeks, send a warning postcard; if no reply for 2 more weeks, merely cross him off your list and chalk up another win.

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Time-Saver Tips

by W. E. Mell

Both the authors of "Psychology in Wargaming," Vol. 4/6, and "Kounter Kunst," Vol 5/1, have in their light-hearted way, indicated how some of the preparatory tedium can be removed from wargaming.

Before playing any opponent, I sort out the counters of my new A/H game into heaps according to their order of appearance with further sub dividing if necessary. Specialist units have small squares or strips of colored paper or tape stuck in the largest available space on the front of the counter, to quote from TACTICS II, purple for paras, green for the mountain men, and yellow for the amphibians. All counters are coded on the reverse, e.g. there are 14 counters in D-DAY with the figures 16 on the back to show that they go up the line on the 16th week. Each heap is placed in a suitably labelled tin or matchbox that will itself fit into the parent A/H box.

BLITZKRIEG gave me particular pleasure, for in addition to sorting out all those counters, I immediately decided to give names to all those soulless cities. If anyone fancies a standardised set of names for this particular game, may I suggest the following.

The names I use are all the names of film directors, capitals are underlined.

GREAT BLUE ---- Suggests an Anglo Saxon country.

Massingham, Ford S-25, Donner-V33, Gance-I33, Huston-C30, Anderson-C20, Grierson-L19, Mackendrick-Q16, Losey-I12, Sturges-D7, Melville-G4, Clayton-J28.

BIG RED ---- Slavonic connotations?

Dovzhenko-S25, Wajda-RRR54, Kubrick-JJJ56, Ustinov-BBB54, Chukrai-NN48, Tashlin-ZZ48, Vadim-YY43, Pudovkin-BBB33, Grigori-FFF30, Donskoi-III37, Dmytryk-NNN35, Guitry-RRR39.

Between the Big Two are the poor neutrals whose names I have invented.

HEGLAND ---- Somewhat Teutonic.

Kramer-U11, Sucksdorff-EE25, Reisz-X27, Sternberg-V20, Ophuls-M14.

FARINIA ---- Obviously Italian connections.

Fellini-BB31, Lattuada-EE34, Capra-CC39, Visconti-AA42.

HURGEN ---- The towns sound French if the country doesn't.

Bresson-JJ46, Franju-JJ38, Clouzot-VV42, Chabrol-OO40.

KROVENIA ---- One of two Central European places.

Benedek-HH31, Mamouliau-NN33, Berlanga-OO30.

MALCO ---- The other one.

Bunuel-WW32, Astruc-UU37, Negulesco-VV25.

Another BLITZKRIEG aid is to roughly reproduce your own map of the area (the continent Fantasia) on a piece of paper about 18x9, stick it to an empty cardboard box and for each city unit stick a paper reinforcement ring on the map, they may overlap where there are

more than one to a city, but it does not matter. By using colored map pins one can see at a glance who controls which town even if counters are absent. As reinforcements and casualties come and go I keep a running score of strength-supply ratios on a wall scorer as used over here for billiards -- you can always use an abacus. This also serves for the maintenance of ammo records in GUADALCANAL.

Most of these aids may seem a little obvious, but for those who have not thought of them, I find them invaluable.

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PBM Mistakes - Rulings

Many's the time Avalon Hill has been asked to make rulings on mistakes that occur in the course of a play by mail game. Up to this point we have tried to refrain from the role of arbiter since we felt that most war gamers were mature enough to resolve situations among themselves. Apparently this is not the case. Therefore, we are reversing our earlier stand and publishing what we feel are guide lines towards the most realistic way of resolving play by mail mistakes. Our thanks go to many of our "regulars" for their contributions and, in particular, Joseph Pollock of North Babylon, New York for compiling the following rulings:

1. M - The location of a unit is omitted from the OB sheet.
R - The unit in question is placed at its last recorded position (prior turn).
2. M - The omitted unit is included in a battle.
R - Since its location has been omitted and it is considered at its last known position it is removed from section 3 of the OB sheet and does not take part in the battle. (battle odds are corrected).
3. M - Units positions are recorded wrong on PBM OB sheet.
ex. 99/393 position shown to be 99/395's and vice versa.
R - Provided both units in question are in play (on the board) the defender makes the correction in location and play proceeds as normal. Otherwise units are located at last known position (prior turn).
4. M - A unit is moved beyond its movement capability.
R - The unit is moved to closest position it could have reached along its line of march. If it was listed in section 3 of OB remove and correct odds.
5. M - A unit is moved in violation of terrain or weather restrictions.
R - Ruling same as #4.
6. M - A unit is moved in violation of enemy zones of control.
R - The unit is placed on the zone of control it violated and a battle is fought, or existing battle odds are changed. (if this is not possible due to stacking limitations the unit is returned to its last recorded position)
7. M - Units are recorded on PBM OB sheet violating stacking limitations.
R - The first units to occupy the square starting from the top left of the order of battle sheet and reading towards the bottom right are considered to be at that location. All other units are returned to last known positions.
8. M - Units are located wrong in section 3 of the OB sheet or omitted from section 3.
R - The governing factor is the recorded position on the front

of the OB. If a unit is omitted but is adjacent to an enemy unit it must be included in the attack and the odds changed accordingly.

9. M - Battle odds figured wrong.
R - Defender corrects odds and fights battles as normal.
10. M - Wrong defending unit listed in section 3 or omitted from R - Ruling same as #8.
11. M - Closing Transaction Date omitted, or stock market closed on CTD.
R - If CTD omitted use day after post mark on attackers envelope or next open market day. If market closed on CTD use next available days results. An explanation, the entire stock clipping and the attackers postmarked envelope must be sent back to him.
12. M - A stock is omitted from 3d.
R - Before starting the game each player selects 5 stocks and sends the list to his opponent. These stocks are not to be used during regular turns so that they may be used in these situations. List must be used in its original order.
13. M - An entire attack not listed.
R - If the units in question are adjacent to an enemy unit a battle must be fought. If this is not possible due to a limitation on the number of attack per turn, all the adjacent attacking units in question are returned to last recorded position. (prior turn)
14. M - Stock result not shown in daily clipping.
R - Same as #12 use emergency stock. The entire stock result clipping must be sent to the attacker.
15. M - Defender does not have result for CTD, due to his own mistake or whatever.
R - He uses next available CTD but pays a 2 unit penalty. Only units on the board can be used and the defender has the choice of which units to remove.
16. M - Dispositions after combat omitted section 3f.
R - Tough luck for the attacker, defender retreats as he wishes, no advance unless attacking units boxed.
17. M - Weather supply or artillery stocks omitted.
R - Use ruling #12
18. M - Disposition after combat wrong due to weather, terrain, movement or enemy zones of control.
R - Corrected by defender with an explanation.
19. M - Incorrect rule interpretation.
R - Correct interpretation should be quoted from rules, stating page and section, turn then corrected as per rules by defender. Units moved to furthest possible forward positions on their original line of march. If this is not possible, units in question are returned to last recorded position.
20. M - Different rule interpretations and no proof available in rules.
R - Send to Avalon Hill for the answer. Use self-addressed stamped envelope. Avalon Hill answer binding on both players. Both players should write.

Speed—the Blitz Secret

by 2nd Lt. Michael A. Flamer

Blitzkrieg is called the most difficult and complex in the Avalon Hill line of wargames. The usual reaction of a prospective opponent is one of confusion and awe. As the large mapboard opens up, sheer horror registers on the novice's face. I try to be friendly and hopeful, encouraging him with "Oh, it isn't that hard," or "once you get the feel of it, it all goes rather smoothly." Of course, he smiles weakly and, having committed himself previously, goes through the machinations of playing, but his heart isn't really in it.

Actually, Blitz offers the most varied opportunities to wargamers. The possibilities of strategy and tactics are endless. The game is neither limited by historical action nor is it constricted

to any particular pattern, such as who must take the offensive and defensive. The large board is a definite advantage, offering the opportunity to develop the strategy before actual combat occurs. The large size offers maneuverability, while challenging the wargamer to wage war within supply limitations.

The question arises: is there a strategy that has the best chance to win? Yes, a resounding yes! Okay, you think yours is better. I only submit this plan as a guide, not as the gospel.

a. If you are Blue, move your armor as fast as you can across the Great Koufax Desert. If Red ignores this action, or for some reason does not put up an adequate defense, Red's northern territory is yours for the asking. Your infantry may be set up as you see fit along Pinsky Lake from the sea to the mountains to stop Red's attacks. This is easily defended country and requires many moves and much manpower to breakthrough.

b. If you are Red, your strategy is

identical, except you have an advantage. The desert is more easily reached from your border. The desert offers the key to victory for you.

c. If both players use the same strategy, the first to react and move through the central portion first will usually win. The secret to the game is SPEED. The faster you can gobble up territory in the beginning of the game, the better chance of victory exists. Don't take a defensive posture unless you absolutely have to. Attack and counterattack. Both countries are easy to defend, with many mountains, rivers and forests offering excellent points for ambushes.

If all this sounds easy, it isn't. Playing Blitz requires all the skill and determination you have, so don't give up. However, this game offers everyone a chance to be a creative leader; not one who merely second-guesses the historical general. Don't let the optional rules ruin the game either. I have played the basic game as well as the full-blown tournament version, and each offers excitement and interest. Michael A. Flamer, 2d Lt, USAF
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PBM Artillery Fire

When playing a PBM game of Guadalcanal, the long range of artillery can be difficult to solve. I have found the following method of firing can be used to greatly simplify the battles.

The attacking player lists each of his units firing and their targets, as well as the number of shots each one will fire. The attacker then lists two letters from the stock market. (example: A and D) He must designate which letter is for the attacking units and which is for defending units. In the example, use A for attacker and D for defender. The defender looks at the stocks listed for his fire and the attackers fire. After the letter is located, the sales in hundreds for the number of shots fired are listed by digit. Example: The attacker fires 4 rounds at target XX, 3 at target YY, and 2 at target ZZ. This totals 9 shots. The defender goes to the 'A' section of the market, and lists the sales of the stocks in order, by digit. On the samples shown, the list would be 1, 2, 4, 1, 3, 1, 7, 1, and 4. The normal results table is used. The same steps would have been taken for the defenders fire. If he fired 5 shots, from the 'D' sales, he would have used 3, 8, 4, 3. Again, the normal results would have applied.

	A				D			
Abaco's 70f	1	16	16	16	38	24 1/2	23 1/2	23 1/2
Abbot's Lab 1	24	40 1/2	42 1/2	43	4	45	44 1/2	45
Abex Cp 1.50	13	20 1/2	20 1/2	20 1/2	230	77 1/2	77	77
ACF Ind 2.20	171	41	40 1/2	40 1/2	14	43	42 1/2	43
Admex Mk1 7b	46	39 1/2	38 1/2	39 1/2	290	96 1/2	96	96
Admex Mk1 2.50e	12	31 1/2	31 1/2	31 1/2	8	29 1/2	29 1/2	29 1/2

The same stocks may be used for other battles, since only individual digits are used for artillery.

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Best Allied Defense—an Aggressive German

Most Afrika Korps players realize Tobruk is the key to the defense of North Africa. Avalon Hill states, in the Battle Manual for this game, that the best strategy for the Allied player to follow is to "...avoid combat and hole up in Tobruk." This measure is fine later on in the game when the summer buildup is in progress. But the major problem remains, how are you going to delay the Axis troops from reaching Tobruk?

The weak point in this Axis armour is the fact that the die must be rolled in order for the supply units to arrive, so it is therefore logical that this would be the place to "attack."

The strategy best used by the Allied player is as follows: He should position his troops in such a manner that there is no route the enemy can take through the British lines without entering a zone of control. An illustration of this "shoulder-to-shoulder" placement would be when British units occupy squares N19, K16, H16 and Q22. If the German player believes in attacking only small areas at one time it is possible for the Allied units to form a double defensive line. (British units would take positions O21, L19, and I18). In large area attacks units should be kept in the rear to give the enemy something to maneuver around instead of them heading directly for the target

if a breakthrough does occur.

It should be stressed at this point that this type of defense is good only for delaying enemy "blitzes" and it should under NO circumstances be considered a position easily held for a long period of time. After each Axis advance Allied forces in enemy combat zones should withdraw and take up new positions. The average defensive strength should be a minimum of 3 when not on escarpment squares and 2 when on; the pieces nailing down the ends of the line should be stronger than normal (4 or 5) to prevent rolling up of the flanks.

If this system is used the British player will achieve two things---first, the German player will be forced to use his precious supply factors in order to advance; and second, the Allied commander is able to keep the Axis commander from reaching Tobruk before the allied summer buildup commences.

The Allied player must constantly be on the lookout for chances of encircling the enemy; this type of defense is well suited for a maneuver such as this. Many an Axis commander has had a majority of his troops surrounded and cut off because he attacked on the assumption that a supply unit would be forthcoming.

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The War Game

A One-Act Play by Jared Johnson

CHARACTERS

Wargamer: An enthusiastic AH Wargamer eager to train a new opponent.

Prospect: Reluctant person playing an AH game for the first time.

Setting: A well-furnished medium-sized den with a large game table in the middle. Wargamer and Prospect are seated on opposite sides of the game table.

ACT ONE

Prospect: How long does this game take?

Wargamer: It depends. It could take as long as four hours.

Prospect: FOUR HOURS???? For a game? Chess doesn't take that long.

Wargamer: But, this game is better. Prospect: I'll bet.

Wargamer: Now, did you read over the rules and everything last night?

Prospect: Sort of. They didn't make much sense. You'll have to explain it.

Wargamer: Alright. The first thing you do is set up all of these units on this Order of Appearance card. Just match them up. By the way, I'm giving you the side with the advantage.

Prospect: You are?

Wargamer: I've got the side with the disadvantage. Now, just start to set up....

Prospect: (Interrupting and looking skeptical): How come you've got more pieces than I do?

Wargamer: Huh? That's just the way it is. I've got more units.

Prospect: I won't have a chance.

Wargamer: It doesn't make any difference. I don't get all of my units in to start with, but you get most of yours. (Prospect casts a suspicious glance at Wargamer and his box of units and silently starts to set up his pieces.)

Prospect: (Seeming slightly satisfied that something has gone wrong already): Hey, there's no place for this piece!

Wargamer: Whaddaya mean?

Prospect: There's no little square for it on this card?

Wargamer: That's impossible. Look! (Wargamer gets up and goes over to Prospect's side of board and stares at Order of Appearance Card for several

minutes. Prospect starts to smile as Wargamer becomes frustrated.)

Prospect: See?

Wargamer: Oh, no! Here it is!

Prospect: There???

Wargamer: (Condescendingly): Yeah. It was right in front of your nose.

Prospect: You couldn't find it either.

Wargamer: (Somewhat abashed): Well....now you take the rest of these units and set them up anywhere behind this line running from here to here, while I do the same.

Prospect: Can they go on the line?

Wargamer: No.

Prospect: Why not?

Wargamer: Because. It's the rules. (Prospect shrugs shoulders and starts to set up his men. Wargamer is finished in two minutes.)

Wargamer: YOU finished yet?

Prospect: I don't know what I'm doing.

Wargamer: That unit's in front of the line. It can't be there.

Prospect: (Slightly peeved): So, I'll move it back. What difference does it make?

Wargamer: If I were you, I'd put some units over here.

Prospect: (Annoyed): What for?

Wargamer: Well, it's always a good idea for me to attack down this side. You ought to have some men there. (Prospect picks up a few of his pieces from the board and drops them from a height of six inches over the spot Wargamer has pointed to, then straightens them wherever they have fallen.)

Prospect: (Sarcastically): How's that?

Wargamer: That'll do. Now, it's your turn.

Prospect: What do I do?

Wargamer: I thought you said you read the rules?

Prospect: I did, but....

Wargamer: Each unit can move the amount it says. Like this man worth four when attacking and four on defense, can move six squares.

Prospect: (Pointing to one of Wargamer's pieces): I want to kill this man. What do I do?

Wargamer: Just move your units up to adjacent squares. (Prospect starts to move his pieces. He picks up each piece and carefully counts out loud the movement of each.)

Prospect: One, two, three, four, five

.....

Wargamer: NO! Not like that!

Prospect: Why not?

Wargamer: You're racking up the corners. Just slide them along.

Prospect: (Under his breath): #%\$#@*%\$. There! Is that enough men? I'll just move these other units up over here for now. Now, what do I do?

Wargamer: Now you count up the odds. The better odds you have the better chance you have of eliminating my unit. MY unit is on an escarpment square. It....

Prospect: A what?

Wargamer: An escarpment....like a hill or a mountain. That means my unit is worth more because it's on higher ground. My unit is a four, and doubled that's eight. Now we count up your men that are adjacent. (Wargamer picks up opponent's pieces and counts them.) You have a 4 and a 6, that's 10, and two more fours on this square, that's 18, and a 3, that's 21. 21 to 8 is 2-1.

Prospect: 2-1? That's closer to 3-1.

Wargamer: But, the rules say that you have to round off downward.

Prospect: Do we have to go through all this every time? There must be a simpler way.

Wargamer: Now you roll the die and cross-index the die roll on this Combat Results Table under the 2-1 column to find out the result.

Prospect: (Calmly): OK. (Prospect picks up die and rolls it on the table.) A six! What does that mean?

Wargamer: You just look under the 2-1 column for the six row. Attacker Elim. That means all of your men are dead.

Prospect: (Startled): WHAT??????

Wargamer: A six. A Elim. Your units are eliminated.

Prospect: (Angrily). This is a stupid game. Your one man kills five of mine. What kind of realism is that? You said this was a realistic game. One guy can't wipe out five others.

Wargamer: But, my man was on a hill.

Prospect: So what? This is stupid... (Prospect arises in anger and prepares to leave).

Wargamer: (Attempting to save the situation): Look. Let's assume, instead, that you just rolled a one. See... Defender Elim... you just wiped out my entire force. The escarpment is yours.

Prospect: Great! Now you're making sense. Man, this is a great game... just shows you how strategy pays off.

(Curtain falls as Wargamer's eyes roll toward ceiling in "victory").

Question Box

Battle of the Bulge

Q. If a Volksgrenadier unit is isolated when U.S. Air Supremacy comes into effect, is that unit immobilized?

A. No. The movement factor of German units is never reduced by more than two.

Blitzkrieg

Q. Since Airborne units must be dropped within 20 squares of the city they flew out of, can they be air transported to a friendly city and then flown out and dropped within 20 squares?

A. No.

Q. Can Rangers invade on a beach separate from the one being invaded by friendly infantry units on the same turn?

A. Yes. The landing of Ranger units is not considered an "invasion." The statement in the Battle Manual that says "...subject to the one invasion per Turn rule." Refers only to the fact that Ranger units cannot land on a beach that was just invaded by enemy troops.

D-Day

Q. Can the Allies make only a SAC attack on the first turn and make the troop invasion on some later turn?

A. No. The invasion must come on the first turn.

1914

Q. May French and British units use Belgium railroads for supply?

A. YES, but they must be able to trace a supply line through Belgium to France and then to the south as per regular supply rules.

Q. If a German unit is not within three squares of an EB unit or within six squares of a German rail line, BUT is within three squares of a cleared (being passed through by an EB unit) rail line, is it supplied?

A. Yes.

Q. Can French and German replacement factors be accumulated?

A. NO, NO, NO.

Q. How and where does the 420/RR unit (Factor of 0-0-0) move?

A. It moves along existing cleared rail lines and may move one square off the rail line but only to attack an enemy fort which is in adjacent square to square move to.

Q. Is the attacker ever forced to retreat?

A. No.

Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

<u>CLUB</u>	<u>PRESIDENT</u>	<u>MEMBERSHIP</u>
The Forces of Evil (FOE) 7331 E. Portland St. Scottsdale, Arizona 85257	Mike Walacavage	8
The Renegades 3405 Westchester Bakersfield, California 93309	Dan Evans	28
The New Regime (DMSF) 1885 Ednamary Way Mt. View, California 94040	Daryll Alt	11
Laotian Peasants Militia 2195 Deborah Way Upland, California 91786	Kent Colbath	4
Mercenaries Rt. 7, Box 48 Excelsior, Minnesota	Scott Belfry	6
The Devil's Brigade Aloe Street Egg Harbor, New Jersey 08215	David Colangelo	2
Princeton Avalon Hill Club 28 Longview Drive Princeton, New Jersey	Peter Nichols	9
St. John's University Military Strategy Club St. John's Univ. Grand Central & Utopia Pkwy. Jamaica, New York 11432	Damian Hansman	65
Kampfgruppe Viper 164 S. Centre Avenue Rockville Centre, N.Y. 11570	Richard Citti	16
Si-Fan II 100 Dogwood Lane New Bern, North Carolina 28860	John D. Hudson	4
Oregon Generals 2811 S.E. Lambert Portland, Oregon 97202	Ken Fredeen	5
Fuehrer Escudaville 6 Gen. Washington Drive Media, Pennsylvania 19063	Richard Morton	10
Liberty Liberators Box 209 Liberty, Texas	Matt Williamson	5
The Riff Raff 2707 36th Street Washington, D.C. 20007	James Bacon	6

Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name _____

Mailing Address _____

Name of Newsletter or Mag. (if any) _____

Total Membership _____

President's Signature _____

(Check One):

☐ This is a first time registration

☐ This is an address change registration.

Don't forget to vote on what are the three best articles of this issue... record your votes where provided on the Contest Entry blank.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

25¢

25¢

SAVE THIS COUPON

GOOD TOWARD THE PURCHASE
OF ALL AVALON HILL
PRODUCTS

NOV-DEC 1968

OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 words

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

Contest No. 28

The object of Contest #28 will be for you, as the British player, to locate the Bismarck on the next turn, with as many British BB's as possible. On the Battle Plan, simply indicate the zones to which you are moving each British battleship.

The Bismarck player has decided to make his next move as random as possible. For contest purposes, the Bismarck's position will be determined by cross-indexing Ampex and Zenith (CTD Oct. 15th) on the location chart. The last digit of Zenith determines which of the Ampex columns to use - count last digit of 0 as even; last digit of 1 as odd, etc. All entries must be postmarked no later than Oct. 14th.

The situation for the 5th May, 27th turn involving an undamaged Bismarck and an undamaged British fleet, except for one point scored by the Bismarck for sinking the Manchester, is shown on the SEARCH BOARD diagram. The Bismarck's position is known to be G-1,d. Carriers and cruisers are omitted to avoid confusion.

Ten winners who succeed in locating the Bismarck with the most BB's will be named. In case of ties, the point values of ships will be determined using the chart on the Battle Board. All entrants must list what they feel are the three best articles of this issue. This selection has no bearing on the contest results but entries not containing this information will be voided.

LOCATION OF BISMARCK

Zenith	Ampex	
	Even	Odd
0	F-1, c	F-1, d
1	F-2, c	F-2, d
2	G-1, a	G-1, b
3	G-2, a	G-2, b
4	G-1, c	G-1, d
5	G-2, c	G-2, d
6	H-1, a	H-1, b
7	H-2, a	H-2, b
8	H-1, c	H-1, d
9	H-2, c	H-2, d

Turn Page for BATTLE PLAN

Headlines of 3 Best Articles:

Name _____

Address _____

City _____

State _____

Letters — Yes, We Get Letters

Dear Sirs:

In response to your recent "Philosophy" series, I gathered that you are interested in exactly why people play and buy your games. I've personally found many adults that become pleased with your games just never heard of them before. Many adults that don't particularly care for games find your products stimulating... but this interest is not apparent until someone shows them the games. It is therefore my belief that your sales, to adults, would increase if you employed "salesmen." If you people could somehow get adults to see your games in action.

Ted Pittman
Astoria, New York

How right you are, Ted. The problem is developing an economically feasible program of "demonstration." We do know that many specialty game stores, such as F.A.O. Schwarz in New York, plan product demonstrations as they, too, realize the importance of such sales aids. Soooo — we do the next best thing and try to put novices in touch with wargame clubs where the members are only too glad to do anything that will help increase the tribe. — AH.

Gentlemen:

I hope the comments in the article Realism vs Abstraction means that you are going back to building War Games. Both Jutland and 1914 are fine historical exercises but leave me cold on the game end. I wouldn't sell them, but don't play them often.

Blitz doesn't have the redeeming qualities of either WWI games and is just too complicated.

Knowing the reaction of the historical nuts to your article, leads me to write and thank you for your recognition of the fact that you have gone too far in one direction.

H. M. Greenfelder
20 York
Hamilton, Ohio 45013

Dear Sirs:

I wish to register a vigorous protest concerning last issue's lead article on Russell Powell and his club, Sparta. Besides containing some misinformation, it gives a distorted picture of the club.

Yes, Sparta has experienced "steady growth"—at the expense of other clubs. The article says that Aggressor "experienced drastic changes"; indeed, because Sparta destroyed the club and let their own people take over.

Sparta is NOT "democratic"! Have you read their laws? For one thing, Powell can veto anything and it takes 90% of the club to override this veto. Powell is elected president time and again without any opposition. He even set him self up as dictator for a while, but since that is what he is anyway, the title doesn't make much difference.

I urge you to read just one copy of their magazine—it sounds like a Red Chinese propaganda sheet. "The Charter Founder"—Powell—issues orders and condemns or congratulates his flunkys depending on how well they serve him. Hans Kruger comes out with the most blatant neo-Nazi megalomaniac tripe that I have ever seen.

Powell and his wife must be unbalanced. Far from needing "20 more Powells", I maintain that he and the club he rules must be destroyed before they spread any more. Their paranoid "rules" and other organizational nonsense are a danger to all constructive wargamers!

Brian Libby
Portland, Maine

Lieber Kamerade:

I've been reading quite a few of the "protest" letters that you have been printing in your "letters" section and I wish to make a few comments about this whole mess.

First, Kamerad Squire, let me say that this "scum" to which you refer is

but the minority of wargamers. Most of us realize the basic need for competition between our fellow human beings short of actual bloody combat. In that light most wargaming clubs have been created; to enlarge the variegated interests of a few so as to increase the enjoyment of many who wish a common name under which to rally in competing against others. No man is an island for very long, we all must drift back again to become an integral chunk of the continent. As long as there is wargaming there will be wargaming clubs. However, there exists in wargaming clubs (as elsewhere) that so-called "undesirable element" that, as you so aptly put it: "runs around conquering everything in sight." We must learn that this attitude of neo-Nazism, Prussianism, Fascism, or whatever nefarious term you choose, is nothing more than a facade of the times. Some of us do desire glory, power, and fame and it's basic human nature to desire ultimate success. There's no denying that many of us will take on seemingly evil appearances in our dealings with other clubs but I do not believe for a moment that there is any wargaming club that truly desires to "conquer everything in sight". We rant, rave, threaten, and make nasty noises but I'm sure that we only want competition, not conquest.

Secondly, Kamerad Guthrie, totalitarianistic clubs definitely exist, the same as liberalistic clubs. When one joins a club he should be free to choose to do as he wishes inside that club but this does not mean that that club should be devoid of controls and regulations. If one feels that a club is too restrictive of one's personal dealings and PBM's than one should resign from that club and seek another, more suitable club. I was unaware that any club forced their members to do or approve of anything that was unacceptable to them. The "cohorts of evil" may dislike all of the individual's freedom and attempt to subjugate those individuals but I think that a club should be run according to the majority rule of its members and responsible, trustworthy officials should take care of all important matters inside the club on a voluntary basis. If a club's policy is totalitarian than only totalitarian members should belong to that club. In short, what I'm trying to say is: let's lay off criticizing other clubs or their policies. Any club formed should be formed to suit the needs of its formers. If one feels slighted or dominated than I say to him, resign. You should pick the club you think will best suit your own personal desires as a wargamer. Regardless of your open- or narrow-mindedness you must bear in mind that you are but one voice in the wilderness and that there are hundreds if not thousands of others who may have similar problems. If you're not satisfied with what you presently have, shop around.

Der Alte
Das Gernischche Reich
WGR-GHQSO
216 4th Street
California, Pennsylvania 15419

Dear Sirs:

Today I received the July-August issue of the General (the delay due in part to slow mail service to the war zone). On reading your cover story

(Cubist Generation) I find that your editors are not fully aware of the importance of game science (not in relation to the publisher of that name).

Wargames are a branch of game science which is a branch of formal mathematics. In essence it is organizational science. It deals with man in competitive situations - any competitive situation (viz, man against man in business, man against man in sports, man against man in warfare, and man against nature). Any given game is a simplification of an actual situation to reduce that situation to its primary elements and demonstrate probable directions resulting from each of the possible alternative strategies.

The first formal papers dealing with game science began appearing about 1929 among formal mathematicians, but it was not until WWII that its potential was demonstrated as a tool of education. It was used extensively by the Germans who developed its concepts to a very high degree and was no less used by the Anglo-American alliance. After the war, in the early 1950's, it was developed to its present state by the institute of advanced studies of Princeton Universities by the Associates of Albert Einstein.

Today game science is used by educators in business, sports and military science. It is also played by amateurs for recreation. I do not believe that the majority of people concerned have any aggressive ambitions or that it relieves or enhances such ambitions. At present, I am fighting a group attempting to rebuild an empire in Indo-China and I see no indications that President Ho Chi Minh would be willing to give up conquest for gaming. I also do not believe it can be shown he was led to his ambitions by playing wargames. The question is one of ethics and a moral man can study organizational science (even in wargames) without becoming a warmonger.

Of all the areas of game science, wargaming is the most developed because of the requirements of history and because of the difficulties (in the face of socialist doctrines) of reducing economic situations to similar analysis. Sports games are only of limited application and remain a specialty branch, while games of strategy against nature remain almost mathematical curiosity at this time. As a consequence, to learn the principals of organizational science - or to enjoy competitive games - one must of necessity turn to wargames in most cases. Avalon Hill is the only source of standardized games at a reasonable price for the amateur, and many of their products serve well in certain professional applications.

If any of your critics are willing to pursue the question beyond this point, I will be glad to refer them to professional mathematicians who, as developers of the science, are best capable of defending it.

L. Sidney Trevethan
F. P. O.
San Francisco, Calif.

Readers of The General will note that we rarely print testimonial letters. While we are appreciative of the many that do come in, we think the space here could be better devoted to more newsworthy items. However, when a store sends in a testimonial, then we just have to tell the world....

Dear Sirs:

I wish to commend Avalon Hill for an excellent series of games. We have stocked them for sale to our college students. They have an excellent reputation.

Kyle Brown
Hobbies of Madison
Madison, Wisconsin

Contest No. 28

BATTLE PLAN

BB	MOVE
King	
George V	
Prince of Wales	
Hood	
Ramilles	
Rodney	
Renown	
Repulse	

SEARCH BOARD (FOR 5TH MAY, 27TH TURN):

F	A	B	A	B
	C	REPULSE B 2	PRINCE OF WALES B 2	D
G	A	RAMILLES B 1	HOOD B 2	B
	C	BIEMARK B 2	KING GEORGE V B 2	D
H	A	B	RODNEY B 1	B
	C	D	RENOWN B 2	D
	1		2	

Infiltrators Report

Tactics & Variants, representing the latest take-over in the magazine department, is the result of the merger of Stormtrooper and Das Schwarze Korps magazines. Also taking over where Gamescience left off, Tactics & Variants publishing company will be presenting commercial battle games for public consumption. The games: Poland '39, Blintzkrieg, and Korea, were displayed in prototype form at the recent Lake Geneva IFW convention (see cover story). The enthusiastic reception of these games was highly encouraging, to the point where they will be published in finished form in the not-to-distant future. Early inquiries should be directed to their 38 Sanger Avenue, Waterville, Maine 04901 address.... The Common Market: The benefits of togetherness abound to members of various wargame clubs who have formed a "common market," their intention primarily for offering a variety of wargame materials at discount prices. This makes sense. Many of their products require volume sales in order to make the production costs less burdensome to those footing the bill. Among the clubs involved to date number the AWA, 4thSS, IFW, POW, and the Red Forces, all providing discounts to common market members on the sale of merchandise. For example, the IFW offers a large 1/3rd discount on hex sheets. More info on the common market available from 38 Sanger Avenue, Waterville, Maine 04901.... From Ken Brandau, Richmond, Virginia, comes the following suggestions designed to reduce the awkwardness of the "instruments" used in JUTLAND; the problem with the maneuver gauge lies in the fact that difficult and complicated maneuvers cannot be accurately made with a movement scale affixed to a rigid board. If one transfers the maneuver gauge scale to a piece of string, one arrives with a flexible maneuver scale. By doing so the gauge coincides with the desired path of the ship or ships. This proves to be a bit more accurate and saves time as well. Sometimes it will be necessary to restrict it to its maximum turning ability and this can be done by using a one and five eighths inch disc. This will restrict the ship to the same turning restrictions set forth with the standard maneuver gauge.... Scott Duncan, 2249 North Broad Street, Philadelphia, Pennsylvania 19132 is asking for bibliographical help in developing "Waterloo

II." He expects to expand the current map board to four times the original size which will allow for the accurate placement of French units in accordance with the information found in Robert Olson's Waterloo article in the May-June 1968 issue. All Scott needs is information dealing with ranges of weapons, effectiveness of cavalry types, infantry formations and good map sources. He already has the complete order of battle, which, if interest warrants it, will be published in a future issue of this magazine.... William P. Guthrie, 3130 Laurel Avenue, Cheverly, Maryland sends us an unusual idea concerning battlefield replacements in Afrika Korps. Too encumbered to be reproduced in the General, we do suggest that readers get in touch with Mr. Guthrie if they were interested in exploring this unusual "recovery system" with its full particulars. In brief, Mr. Guthrie's system involves the use of blank counters as repair units that would be rated as a 0-0-7. His whole idea is based on the premise that "only minor damage was sufficient to put a tank out of action" thus, as stated many such units were back in action within a month of sustaining battle damage.... We are overjoyed at the response to Contest #27... it is always gratifying to have so many subscribers actively interested in the welfare of wargaming in general, The General in particular. The ten winners chosen at random are: James T. Ellison, Norristown, Pa.; Richard

FORGET LAKE GENEVA...
THE WEATHER'S ALWAYS NICER
AT VALLEY FORGE



Simmons, Denver, Colorado; Lansing Wong, San Francisco; John & Mark Balog, Highland, Indiana; Thomas Dowling, Wheaton, Md.; Sidney Jolly, La-Mesa, California; Ben Brown, Shreveport, Louisiana; Kent Wallace, Wichita, Kansas; Richard Citti, Rockville Centre, New York; and Cy Deavours, Charlottesville, Virginia. Gift certificates are on their way to the above.... Kudos for best articles in last issue go to: David Bush, Columbus, Ohio for "Learn to Say Nuts," Andrew P. Engebretson, St. Paul, Minnesota for "Belgium - Never," Jared Johnson, Chamblee, Georgia for "Success Thru Patience," Ronnie Salcedo, New Rochelle, N.Y. for "Yes, a German Victory in Stalingrad," and Geoff K. Burkman, Terrace Park, Ohio for "How to Elim the Russians in 1914." Congrats and a gift certificate to the gentlemen named.... Can't separate the chaff from the wheat? Here, in brief, are the latest house organs: Spartan Gladiator, 32 pages, mimeo, 50¢, published by Spartan Neutral League (Cover Story Vol. 5, No. 3), 5820 John Avenue, Long Beach, Calif. 90805; Strategy & Tactics, 32 pages, professional offset publ., \$1.50, from Project Analysis Corp., 50 Fairfield Avenue, Albany, N.Y. 12205; Aeolus, 12 pages, duplicator, deals mainly with Diplomacy Games, from Monte Zelazny, P.O. Box 1062, Melbourne, Fla. 32901; Tactics & Variants, 32 pages, mimeo, 30¢ (discount to specifically named clubs), from publisher John Rancourt, 38 Sanger Avenue, Waterville, Maine 04901; Wargamer's Newsletter, 26 pages, \$5.00/yr. subs., semi-offset, from 69 Hill Lane, Southampton, Hampshire, England SO1 5AD; The Galaxian and Spacelanes, 18 pages, mimeo, from The Galactic Empire, 5756 E. 7th St., Tucson, Arizona 85711; Panzerfaust, 24 pages, mimeo, 50¢, from Box 280, RD#2, Sayre, Pa. 18840; The Courier, 20 pages, mimeo, 35¢, from Boldlands, P.O. Box 547, Fredericksburg, Va. 22401; IFW's Cardboard Commander, 12 pages, mimeo to members only, Scott Duncan, 2249 N. Broad Street, Philadelphia, Pa. 19132.... For those sports fanatics interested in how the Avalon Hill baseball made out in the post-season tournament, the locals closed out their successful season finishing tourney runner-up behind Spring Grove, a team AH was never able to defeat during the course of season play. Avalon Hill's overall 1968 record was 25 wins and 8 losses. Bookings for 1969 pre-season exhibition action for the month of May are now being made. If your team is interested in travelling to our home diamond in Towson (N. Baltimore) Maryland, contact Ed Adams at Avalon Hill....

OPPONENTS WANTED

De Totenkopf SS member seeks PBM in all AH land games. Have been playing AH games since 1959. Especially enjoy Blitz defense. To set up games and rules desired please write 2313 Wexford Lane, Birmingham, Alabama 35216.

The Fighting 69th has a limited amount of manpower for battles, either side, any rules, PBM Blitz, Contact Dave Foster A/E 2001, 3710 McVay Apt. K, Huntsville, Ala. 35805.

Anyone in Hall High area! FTF opponents desperately wanted in AK, Jutland and S-Grad. (either side) will learn others. Contact Kenneth Roy, 719 N. Coolidge, Little Rock, Ark. 72205, Phone MO3-0610.

Opponent wanted for D-Day. You may pick your own side, Roger Seaman, 2408 Purdue Road, Fort Collins, Colorado 80521.

19 year old rank beginner wishes opponents for AK. I prefer Rommel, PBM or Face to Face. Interested joining very local club. Mark Boyce, 7462 West 8th St., Buena Park, Calif. 90620.

What was the most efficient Military Group of WWII? The Waffen SS? What is the most efficient group? De Totenkopf SS? Join our club now! Charles Russell, 2449 Riffel Ct., Castro Valley, Calif. 94546.

Der Totenkopf SS is the largest independent wargames club. Bolland's recent merger with IFW leaves the 50-plus DTSS members numero uno in the wargaming world. What happened to the 455? They met the Vikings. Join a truly unique organization. We have men from Forces of Evil, Aggressor, and others. Join the elite Vikings, 13391 Wyant Drive, Garden Grove, Calif. 92641. Will trade: one (in excellent cond.) AK game, for Waterloo or S-Grad (must be in good cond.) Would prefer Waterloo. I'll pay postage. Steve Peterson, 3131 Montrose Ave. Apr. 22, La Crescenta, Calif. 91214, Phone 249-6584.

Face to face in all games I'll play anyone in this area. Also want to trade brand new Tactics II for Gettysburg (square) or any Gamewits games. Vince O'Hara (Jr.), 3231 Burton Ct., Lafayette, Calif. 94549, Phone 283-8096.

Experienced opponents needed for face-to-face in Blitz, Battle of Britain, 1914, Jutland, Guadalcanal, and Stalingrad. I will play any side, take any offer. Write or phone: George Greenlee, 1984 Lark Ellen, Fullerton, Calif. 529-3384.

The SPARTAN National Competition League offers benefits to you! Join SPARTA and get a piece of the action! This is the club that's happening in the wargaming world! SPARTA! For general information, contact Roger Palmer, 32709 Sedgemoor Dr., Palm Veroles, Calif. 90274.

Wanted: People to join AWA, Hydra, IFW, and the Galactic Empire! Any Admirals interested in PBM, Midway or Bismark? Send stamped self-addressed envelope to: Sam Ferris, 2151 Main St., No. 11, Santa Clara, Calif. 95050.

Will PBM Bulge, 1914, and/or S-Grad me: either, German, and either. In 1914 rules: standard game plus Eastern Front. Contact Michael Johnson, 19622 Gary Ave., Sunnyvale, Calif. 94089. For sale: Guadalcanal used only once. No pieces missing. Will answer the best offer over \$5.00. I will pay postage. Write to Mark Hager, P.O. Box 763, Quincy, California 95971.

Wanted: PBM or Face to face opponent for Blitz. Will take either side and all optional rules. Will answer all letters promptly. Dan Haymond, 749 W. Rosalyn, Fullerton, California 92632. Phone LA5-7835.

D-Day PBM - would like 3 German and 3 Allied opponents. All clubs except the Renegades are Frank! That air anyone up? Fight for your club or individually and die remembered. David Swingle, 2705 Patti Ln., Santa Ana, Calif. 92706.

Anyone who is interested in joining a new wargaming club in Southern Calif. please contact me. Kent Colbath, 139 Adelaide St., Hartford, Conn. 06114.

Small clubs unite. Boyar Cossacks want to merge with you! Need PBM or face to face opponents for all games! Contact Richard Simmons, 477 Locust St., Denver, Colo. 80202 or call 355-3333.

Deaths Head challenges AH wargamers in Denver area! Please contact Ray Hasler and arrangements will be made for F-T-F play and PBM. AK write 6781 South Cherry St., Littleton, Colorado 80120, or phone 771-5794.

Adult opponents wanted for '1914' PBM. Send me a letter and we will work out rules to be used. Gary Drisko, 139 Adelaide St., Hartford, Conn. 06114.

Wanted: Bulge & S-Grad opponents. We'll be german in both, to give you a chance! Would like to use optional rules in both (tournament rules). Write for details and initial positions. L.R. Valencourt, 13 Cornwallia Sq., Newark, Del. 19711.

The elite 4th Reich again seeks victories in Afrika Korps, Germans, Stalingrad, Russians, D-Day, Allies, Waterloo. We will win live or by mail. 4th Reich High, 2nd Harpam, 207 Rowland Park Blvd., Wilmington, Delaware 19803.

For sale: one S-Grad in great condition. Cheap. Richard Simmons please send your move. Contact Richard Williams, 3226 Woodley Rd. N.W., Washington, D.C. 20008.

OPPONENTS WANTED

Face to face opponents wanted in Washington, D.C. area. Have been playing AH games since 1959. David Grubbs, 6300 G Street, N.W., Washington, D.C. 20001 Phone 347-3553.

Renegades is a group that broke from Bolland. We have everything a big club has, including a newspaper, except members. If you join, we grow. Contact Dave Spencer, 666 N.W. 11th Ave. Boca Raton, Florida.

The Dual Monarchy, the epitome of above-average wargaming, wants new recruits from the southern U.S.A. Join the organization which offers above-average opportunities for all. All interested southern U.S.A. Wargamers contact Ali's Steven Blackstad, 306 SPS, Box 1891 McCoy AFB, Fla. 32812.

Wanted: info on Game Science Inc. I am very interested in these games. I would like to purchase a game. Bob Salerno 10264 Gulf Blvd., St. Petersburg, Florida 33706. Join Ron Salcedo's "Confederacy" Club.

Bay area wargamers? Seek face to face contest in any game. Can travel middle distance. Contact Bill Hardman, 409 West Davis Blvd., Tampa, Florida 33606 Phone 251-4292.

Antidistastiblanmentarianism. 34 words to go. In-person opponents threatened and intimidated. Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia 30005, 457-8771. All AH games and nearly all others. First come get first choice of gravestones PBM 1914, Germans, 39 turns if possible, all practical Advanced game rules. Insist on resolving all combat as if playing FTF. Martin Myrold, Hwy. 25 & A St., Rupert, Idaho 83350. All letters answered.

Novice wishes PBM opponents for AK, Waterloo, and S-Grad. I am also very interested in joining a club. Contact Mike Quigley, 5 Woodview Lane, Algonquin, Illinois 60102.

Boost American Wargaming. Join IFW! It has more to offer than any other club. IFW is truly democratic! Opponents wanted in Chicago area. Contact Paul Gote, 6491 N. Newland Ave., Chicago, Illinois 60631.

Opponents wanted. Should be experienced face to face only any wargame. Will travel. Phone weekday 5:00 P.M. to 12:00 P.M. Weekends any time 8:34-7:25. Call or write Theron Pitcher, 359 North Westmore, Villa Park, Ill.

Join Aggressor Homeland! It offers many such things as: Fun, Conquest, Excitement, Thrill, Promotions, Medals, Friends, etc. Join now! Write: Jim Kronenberg, 400 Indian Circle, East Peoria, Illinois 61611.

Attention wargamers: I am looking for some competition to Stalingrad and AK PBM (adults only). Do not apply unless very good or expert. Contact Greg Staley, 727 1/2 North Michigan, Elkhardt, Indiana.

Achtung! Panzer Lehr is regrouping for its winter offensive. Don't be left out in the cold. Join Panzer Lehr now. We accept all challenges. Oberleutnant David Granger, 5824 El Monte Dr., Shawnee Mission, Kansas 66205.

Wanted: Face to face opponents in the University of Kentucky, Lexington area. Will pay reasonable price for Chancellorville game. Charles Wright, Box 66, Boyde Hall, University of Kentucky, Lexington, Kentucky 40506.

Will sell D-Day. Fair condition. Want to buy Chancellorville, any reasonable price. Want to PBM Blitz. No FTR's. Stalingrad for sale. Ben Brown, 259 Carrollton, Shreveport, La. 71105. Will sell D-Day.

Wanted FTF opponents in Shreveport Barksdale area. Will PBM Stalin, Bulge, Blitz, Germans either blue (no FTR's) respectively. Want to buy Chancellorville. Any reasonable price. Ben Brown, 259 Carrollton, Shreveport, La. 71105. Will sell D-Day.

Anyone wanting to start a face to face wargame club in New Orleans, please contact Doug Kewley, 5720 Brighton Place, New Orleans, Louisiana 70114.

Face to face wanted in Penobscot Bay area - Bulge, Waterloo, 1914. Erik Holm, 39 High Street, Camden, Maine 04843. Tel: (207) 789-2152. Also anyone interested in a club?

Want PBM opponents for Bulge and D-Day. Will take either side. Write to Robert Wildberger, 2940 Independence St., Balto., Md. Will answer all letters. Will play with all rules. Accept one way traffic in Bulge.

Anyone interested in face to face or PBM please contact me. Roger Greczicki at 944-2101 or write 2000 Woodlawn Drive, Apr. D., Baltimore, Md. 21207.

Hoch der Kaiser! Totalitarians threaten us all. Deal with them at your peril. Army Commander W.P. Guthrie, 3130 Laurel Ave., Chevy Chase, Md. 2-785. Wargaming Club of American's II Army will never bow.

We challenge all clubs to a game of "Stalingrad" with you as the Germans and us as the Russians. We major solely in Stalingrad and challenge all The Strategists. 2110 Seagoville Rd., Laurel Maryland 20810.

The Dual Monarchy, a rapidly growing organization, is searching for new members in the West and Mid-Western U.S.A. Join now! We PBM anybody in any game. Any club wishing PBM

OPPONENTS WANTED

tournaments should contact us at: 2713 Urban Dr., Wheaton, Md. 20906.

Collector of back issue "Generals" seeks unprinted copies. Vol. 1 nos. 1 and 4; Vol. 3, no. 1. Quote liberal but reasonable price. Will pay shipping charges. Stephen Howard, 117 Pine St., Gardner, Mass. 01440.

Live opponents for Bulge in South Shore Mass. area. Will sell Blitz, 1914, Chancellorville. Dispatcher. Over 25 preferred. Have car will travel. Norman MacDonald, 169 S. Franklin St., Holliston, Mass. Phone 961-1345.

Attention all wargamers! For sale to highest bidder. Guad, Gettysburg (square), Tactics II, U-Boat. All games like new. Most used only once. If interested write F. Warren Coulter, 479 Boston Turnpike Apt. 9, Shrewsbury, Mass. 01545.

Wanted: Face to face opponents in Boston area. I have 10 games. Call 326-8575 or write Greg Rubin, 52 Strasser Ave., Westwood, Mass. 02090.

PBM opponent wanted for S-Grad, AK, D-Day, Tac. Will trade new Jutland or good condition Confrontation for Diplomacy or Viet Nam and 189, 200. Will buy Diplom. Panzer Lehr, Rt. 3 Box 1285, Bartle Creek, Michigan 49017.

Adult opponents interested in discussion of or participation in individual-vehicle-scale wargaming based on "Modern War in Miniature" PBM or in person. Contact John Schaefer, 301 Douglas Houghton Hall, Michigan Tech, Houghton, Mich. 49931.

Novice desires Allied opponents for PBM competition in the Battle of the Bulge. Send the rules by which you wish to play. All letters answered promptly. Jeff Power, 521 Sixth Street, Travers City, Michigan 49684.

Please! Does anybody PBM Blitz, beyond move two? If so, I can promise a good game. No nuclear or weather. Will accept and answer two letters. Tim Kirkpatrick, 617 14th Ave. S.E., Mpls., Minn. 55414.

Desperate for fresh blood! Conquered all opposition. 99% victorious. Forced to PBM. Send for questionnaire to test skill. Don't want pushovers! Waterloo, AK, S-Grad. Disciples of Vo Nguyen Giap. 3231 Cavell Lane, Minneapolis, Minn. 55426.

Aggressor Homeland offers mature wargaming activities. Develop games and game variants. Participate in all types of PBM tournaments. Arrange your membership now! 17th Army (AGNC) S.W. DuBsenperk, 1558 No. Milton St. Paul, Minn. 55117.

Aggressor Homeland is looking for good recruits and good opponents who aim to finish the games they start. If you qualify, write Mike Carr, 945 W. Hoyt St. Paul, Minnesota 55117.

Kansas City area gamers should not hide! Will play in person or by phone. Kevin Kelly, 631 West 66th Terrace, Kansas City, Missouri 64113, 444-6496. Member Aggressor (SAG).

I wish to buy original wargame creations from game designers. I guarantee the OB for any American War Battle. Free estimate. Include self-addressed stamped envelope. Lewis Ritter, 120 Berkwick St., Elizabeth, N.J. 07202.

Opponents wanted for D-Day. Contact Col. David Colangelo, Aloe St., Egg Harbor, N.J. 08215. We will be allies. We promise to destroy you.

"Here come da Reich! Here come da Reich!" Reichwehr challenges all clubs to Gettysburg '64 (square). No rule additions or subtractions. We're confident! No answer our history. 109 Heather Lane, Caninus, N.Y. 13031. All shall bow before us.

Games for sale. Afrika Korps in excellent condition with PBM, 1914, Stalingrad, and Guadalcanal. Never been used. Going reasonably. Contact Mr. Dick Richardson, R.D. 1 Box 37-A, Bolivar, N.Y. 14715.

Needed, experienced player for PBM Blitz. I am a young player who would like the knowledge of mastering this game. Will put up a strong fight. Hubert Smithers, P.O. Box 5, Gouverneur, New York 13642.

Experienced PBM opponents wanted. Bulge, S-Grad, Waterloo, Guad, AK. I prefer either, either, Germans, French, either, either. All letters answered. Oktay Oztunal, 1820 Harrison Ave. 78, Bronx, N.Y. 10453.

Attention all wargamers in Huntington area particularly. Those at H.H.S. interested in forming local club or playing face to face contact Henry Krugman, 12 Kilburn Ave., Huntington Sta. or Tom Geddis, 13 Edoris La., Huntington, N.Y.

Teenage novice requests FTF opponent in West Islip area. Have Guad, Midway, Jutland, Blitz, 1914, Waterloo, D-Day, and Civil War. Jim Olsen, 46 Mariner Circle, West Islip, N.Y. 11795. Will buy used games.

Attention! Wanted - PBM opponent in: Blite (Redi), Gu-Canal (American), S-Grad (2 Germans), Bulge (either), D-Day (German), 1914 (French) Joel Klein, 170-14 130th Ave., Jamaica, N.Y. 11434 or phone 212-723-1946.

St. John's Univ. Military Strategy Club, Grand Central and Uttopia Parkways, Jamaica, N.Y. 11432, is taking on opponents and new members. Write for information. Join or fight this most unique organization.

OPPONENTS WANTED

PBM opponents wanted for AK, Bulge, D-Day. I'll be Germans, Allies, Germans. Will sell Guadalcanal for \$4.00. All letters answered. Write Frank Marchese, 209 West End Ave., Massapequa, New York 11758.

Skilled adult opponents desired in S-Grad (456 play balance), AK, Guad, Bulge (no one way traffic) and Blitz. Only experienced wargamers wanted. Write Stephen Jarema, 118 East 1st Street, N.Y.C., 10009. Any side.

With all those loose counters in Blitz, construct squares in shoe boxes, or get a container with about 18 sections, to get easy access for quicker games. New York.

PBM S-Grad experienced players only. You take OCCP. Play balance either 4-5-6 or doubled German replacement, latter makes more interesting game. PAX rules. Send I.P. with challenge: Naomi Goldwasser, 245 E. 81st St., New York, New York 10028.

The old regime has fallen. The new administration promises prompt response to correspondence and to overcome the lethargy that had overtaken us. Kampgruppe Vicer, Richard Citti, 164 South Centre Ave., Rockville Centre, New York 11570.

Opportunity wanted for PBM 1914 (Germans) Also play face to face most games. Anthony Bianchi, 408 Darrow Ave., Solary, N.Y.

Deutschland über Allies wants PBM opponents for Blitz Blue Bulge German 1914 German. We are undefeated and are looking for some worthy opponents. Wolfgang Rostner, R.D. 2 Box 423, Walkill, New York 12589.

Need FTF players in the Durham-Franklin county area. Will play most AH war games. Also, would like to form club. Contact Richard E. Whitaker, Box 175-S Rt. 1, Louisville, N.C. (Age 15).

Opponent for Afrika Korps wanted. I am 17-0-0 (Germans). Also all AH in E to F contact John S. Hudson III, 100 Dogwood Lane, New Bern, N.C. 28560. Long live Si Fan II.

Guadalcanal game for sale \$4.50. I will pay postage. Also would like a face to face opponent for AK. Please contact Richard Reebich, 13815 Highlandview Ave., Cleveland, Ohio 44135.

FTF opponents for Stalin. AK Mid Battle of Britain. Also will play other AH games. Must live in far west side or nearby suburbs. David Farcas, 15216 Rosemary, Cleve, Ohio 44111. Call or write.

Wanted: one German player (PBM) for Bulge. (Jr. High thru High School students preferred) Contact Terry Hollern, 3291 Dresden Columbus, Ohio 43224.

Join now Aggressors 10th Army wants you! Make new friends and get lots of action. To join write: Eric Nelson, 200 Ionic Cr., Enon, Ohio 45323.

Wanted: PBM opponent for Stalin and/or Bulge. Any side, all takers accepted. I also will sell LeMans, Tactics II, or U-Boat to higher game. Designers, write to: Geoff Burkham, 715 Myrtle Terrace Park, Ohio.

Wanted: Face to face or PBM players for Blitz, Bulge, D-Day, Gettysburg, Jutland, Stalingrad, or 1914: 15 to 17. Will be either side. The any/all optional rules. James Brenizer, 2823 Collingwood, Toledo, Ohio 43613.

Fact to face matches desired by an Ahik's member. I am handicapped so all matches would have to be at my home. If interested, contact: Richard Nerter, 2576 Ayers, Toledo, Ohio 43606, Phone CH3-6953.

Want face to face opponents in the Akron-Canton area for any AH or ODC game. Contact Don Schaefer, 1672 Robinwood Dr., Uniontown, Ohio 44685. Call 896-3010.

Wanted: PBM opponent for (AK either), S-Grad (Russian) and Waterloo (French). I'll answer all letters. Fairly experienced. Sieg uns kommen! Das Gernische Reich Über Alles! Der regel: WGR-6HQ201, 1834 Converse St., McKersport, Pa. 15132.

Vietnam game for sale. Good condition. Sale to highest bidder. Include postage in bid. FTF opponents in Phila., Cheltenham areas. Will play any wargame except Bismark. Scott Union, 7955 Rugby, Phila., Penna. 19150 Phone LL8-7303.

Achtung! Sten uns kommen! Das Gernische Reich desires better than average opponents. If you want better than average competition, write to WGR-GHOW: GFM Larry Kasper, 53 Mt. Lebanon Blvd., Pittsburgh, Pa. 15228.

Wanted: Face to face opponents in Lawrence County, Pa. area. Also interested in forming AH wargames club. Call or write: Ken Hildebrand at 8-7301, 1313 Albert St. or Don Weller, 2-1510, 1408 Albert St., New Castle, Pa.

Novice PBM, Afrika Korps, Stalingrad, Blitzkrieg. Either side. Also would like to get on good club. Send me details. Doug Ross, 8180 Roosevelt Blvd., Pittsburgh, Pa. 15237.

Achtung! Der Fuehrer Escadrille is picking up members fast! All true wargamers in Penna. should join! All wargamers from Delaware, Maryland, New Jersey and vicinity too! Richard Morton, 6 Gen. Washington Drive, Media, Penna. 19063.

OPPONENTS WANTED

Attention Nashville, Tenn. wargamers! Contact me, I'll be moving there in Spring 69. I have most AH wargames but no PBM equipment. One year experience. Peter Ansoff, 652 Fairview Rd., Pittsburgh, Pa. 15238. Age 15.

Any wargamers at King's College (Wilkes-Barre)? Contact Box 037. Will also PBM Guad, Japs, D-Day-Allies, Ah Germans. Will fight first fight. FTF most other games. John Carroll, 26 Natus St., Pittston, Pa. 18640.

Would you like to see your words of wisdom printed regularly in a real wargaming 'zine? Then write: Pufferflaut, Box 280, R.D. 2, Sayre, Penna. 18840. This 24 page 'zine is expanding! Want-a-h only 6 cents per 20 words.

Rally round the Stars and Bars, Rebs! The x Corps Confederate Army Congratulates brother Corps joining Confederate Army Wargaming Fraternity.

Southern gentlemen may send applications to: John Rockholz, 1419 McArthur Avenue, Columbia, South Carolina 29204.

Dakota is the Sioux word for friend, and that is what you'll find if you join Aggressor Homeland; why not write and see? Also FTF in SD. Philip Grant, Box 416, Mitchell, South Dakota 57301.

Join Aggressor Homeland. We want wargamers who play for enjoyment. Write: Gregg Keizer, 713 S. Clouds, Sioux Falls, S.D. 57103.

Democracy: game designing, prices, tournaments, point system, friendship, and competition are all characteristic of the United Wargamers of America. 75 members in twelve states. Interested? Write: Mr. Mark Dumdell, 3200 McGavock Pike, Donelson, Tenn. 37114.

Uncle Steve needs you to form a fast rising club, the Imperial Lancers. We have friendly competition among members. New wargamers welcomed to the club. Contact Steve Merron, 105 East 8th Ave., Johnson City, Tenn.

Wanted: Wargamers to join the Imperial Lancers (SAC). We promise you PBM games, friends, prizes, and tournaments. Write to: Ronald Garland, 57 Cranberry St., Johnson City, Tenn. 37601.

Opponents wanted for FTF, 1914, Jutland, Blitz, and Bulge. Play any AH game. Also will play PBM 1914. Joseph Cooper, 2204 Castleman Drive, Nashville, Tenn.

Wanted: Allied opponent for a game of AK. Contact Bill Ward, 22 Country Club Court, Arlington, Texas 76010. All letters answered.

What is lacking in most wargaming organizations is confidence in the executive commands which is one of the most essential features of a command organization. Join the Gestapo. Greg Pitts, 1708 Larkspur Drive, Arlington, Texas 76010.

Wanted: Face to face opponents, any side; if you don't own it, I probably do. Gary, call Scott Saylor or Mr. Lee about a rematch. Call Chuck Hollows, 8700 Magnetic, El Paso, Texas, Phone 755-6331.

The Iron Triangle. Invincible monsters of south Texas, requires new victims. We are undefeated and have annihilated all opposition. Will PBM any game; would rather FTF. Contact David Hears, 403 Dickman Road, San Antonio, Texas 78233.

I will play any AH game. FTF only. Am experienced in D-Day, Blitz, Dispatcher, U-Boat, Management, Tactics, Gettysburg, Verdikt II. Will learn all others. Lt. M.A. Flamer CMR-1, Box A-5408, Sheppard AFB, Texas 76311. (Near Wichita Falls).

Adult PBM opponents wanted for Blitz. Any options excepts frs, either side. All letters answered. Tom Faulkner, Blue Ridge Apt. 1, Lynchburg, Va. 24501.

FTF only. AK, Bulge, Blitz, Guad, Gettys, 1914, Waterloo, D-Day, Jutland, B-Britain. Age 13. Willing to learn others. Steve Tang, 1548 Cameron Crescent Dr., R.Eron, Va. 22070.

Has Tacoma been abandoned by AH? Want adult opponents for FTF play. Have several games and will try almost anything. No prejudice against civilians! Capt. Richard Thurston, Rt. 2 Box 3643-5, Spanaway, Wash. 98387.

Novice will PBM Blitz. All rules but nuclear and weather. I have psychological warfare. Am blue. All letters answered. Clubs in Wash. and Ore. send info. Clubless Tom Storle, 1200 Upland Dr., Sunnyvale, Wash. 98944.

Will PBM Bulge, Waterloo, Stal., AK. All letters answered. I'll play overseas PBM, anything. Will Totenkopf SS verify existence of Spokane Branch? Need new members the ESS. Larry Smith, 6521 100th, Tacoma, Wash. 98449.

AK opponents wanted, your choice of sides. Gary Tager, 830 Willow Park, Townsend, Wash. 98068. Friends, Madisonians, students, countrymen, come one, come all, to swell and increase our assorted wargaming group. You'll never regret it! Robert Reuschlein, 2225 Kees Ave., Madison, Wisconsin 53711. Phone 255-2866.

Opponents wanted face to face for most AH games. Also want to buy Waterloo or Gettysburg square (preferably Waterloo) cheap in playable condition. David Bovee, 527 N. Story Pkwy, Milwaukee, Wisc. 53208 Phone 453-0699.

Adult wanted FTF opponents in Kanto Plains area Japan. Have AK, BoB, Stal., D-Day, Tactics II, Bismark, Jutland and 1914. Limited experience. Contact during off duty hours at U.S.N.A.S. Atsugi Tel 5070. C.G. Nelson 2 Hours from Yokosuka.